Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of the Claims:

1-86. (Cancelled).

87. (Currently amended) A method for selling a music-based video game <u>for execution on a game platform</u> in conjunction with a recorded music product, the method comprising the steps of:

(a) creating a portion of a video game based on a quantum of music content<u>, the portion of a video game and the quantum of music content embodied as separate downloadable units</u>;

(b) storing, on a server, the portion of the video game;

(c) offering <u>for sale</u>, via an online store, as a single <u>purchase</u> unit<u>, the portion of the video game and</u> the quantum of music content, the quantum of music content in a ~~music playback~~ format <u>such that playback can be achieved independent of the game platform</u> ~~and the portion of the created video game~~; and

(d) transmitting electronically, to a user, the quantum of music content ~~in a music playback format~~ and the portion of the ~~created~~ video game.

88. (Cancelled)

89. (Cancelled)

90. (Currently amended) The method of claim 87, wherein the ~~music playback~~ format <u>of the quantum of music content</u> is mp3.

91. (Currently amended) The method of claim 87, wherein the ~~music playback~~ format <u>of the quantum of music content</u> is wav.

92.   (Currently amended) The method of claim 87, wherein the ~~music playback~~ format of the quantum of music content is aiff.

93.   (Previously presented) The method of claim 87 wherein step (a) comprises creating a video game based on the quantum of music content, the created video game comprising a type of video game selected from the group consisting of: a rhythm-action video game; a sing-along video game; a dance-along video game; a character action video game; a first-person shooter video game; and a third-person shooter video game.

94.   (Previously presented) The method of claim 87 wherein step (a) comprises creating a video game based on the quantum of music content in which user input is received via an input device selected from the group consisting of: a camera; a floor pad; a microphone; a musical controller, and a game controller.

95.   (Previously presented) The method of claim 87 wherein step (a) comprises creating a portion of a video game based on the quantum of music content in which a musical time axis is represented as a spatial path.

96.   (Previously presented) The method of claim 95 wherein the spatial path does not lie within an image plane of a display and is rendered into the image plane of the display.

97.   (Previously presented) The method of claim 87 wherein step (a) comprises creating a portion of a video game based on the quantum of music content that includes as a game character a computer-generated likeness of a musician.

98.   (Previously presented) The method of claim 97 wherein step (a) further comprises creating a portion of a video game in which a musical time axis is represented as a spatial path.

99.   (Previously presented) The method of claim 98 wherein the spatial path does not lie within an image plane of a display and is rendered into the image plane of the display.

100.   (Previously presented) The method of claim 98 wherein the spatial path leads to the computer generated likeness of the musician.

101.   (Previously presented) The method of claim 97 wherein the musician is at least partially responsible for creating the quantum of music content from which the portion of the video game is created.

102.   (Previously presented) The method of claim 101, wherein the computer-generated likeness of the musician responds to input from a player.

103.   (Previously presented) The method of claim 101, wherein the computer-generated likeness of the musician responds to music performance input from a player.

104.   (Previously presented) The method of claim 101, wherein the computer-generated likeness of the musician responds to music performance input from a player, the music performance input corresponding to a portion of the musical content previously performed by the musician.

105.   (Cancelled)